# learnT DTU Conference 2017

## The 2nd Conference on Digital Learning Technology at DTU Compute

learnT invites researchers, students and all interested in future learning technology from knowledge institutions, companies, schools, high schools, etc. – to the 2nd Conference on Digital Learning Technology at DTU Compute. A year ago, we opened learnT – Center for Digital Learning Technology at DTU Compute. At this conference we would like to share how we, in collaboration with our partners, have created new knowledge about efficient, motivational and fun learning that enables users to interact and create with technology.

Date: **November 17, 2017 at 09.00-12.30 (Optional Workshop 12.30 - 13.30)**
Place: **DTU Skylab, Building 373A, Diplomvej, 2800 Kgs. Lyngby**

Registration by Friday November 10 via this link: http://www.conferencemanager.dk/learntconference2017/

| Program | |
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| 9.00 -10.30 | o Welcome to the one-year birthday at LearnT, DTU Compute by Per B. Brockhoff, head of DTU Compute and Helle Rootzén, professor at DTU Compute and head of learnT.<br>o 'The student as a game designer – What professional learning can students achieve when designing digital learning games?' Charlotte Lærke Weitze, assistant professor at learnT, DTU Compute.<br>o Keynote: 'Learner and player experience, developing playful learning experiences', Rosella Gennari, doctor of philosophy in computer science, Faculty of Computer Science, Free University of Bozen-Bolzano.<br>o Presentation of student projects from learnT made in collaboration with industry. |
| 10.40 - 10.50 | Break with 'lagkage' (cake). |
| 10.50-12.00 | o 'Can technology support online collaboration? Building an analytic and playful tool for collaborative writing processes in Google Docs' by Selen Turkay, associate professor, Queensland University of Technology, Australia.<br>o 'From insight to impact' by Rune Heiberg Hansen, director, Analysis and council management, Danish Accreditation Institution.<br>o 'Can you develop VR experiences for people with dementia that can give them comfort and reduce anxiety?' by Farzad Saber, CEO at Pactor.<br>o 'Smart Greater Copenhagen – Developing a continuing education concept for enhancing digital competences' by Anne-Sofie Fogtmann, senior consultant, Danish Confederation of Professional Associations.<br>o Where is learnT heading next year? |
| 12.00-12.30 | Light lunch |
| 12.30-13.30 | o Workshop: Create a concept for a learning game in one hour by Charlotte Lærke Weitze assistant professor at learnT, DTU Compute. (Requires registration). |

learnT – Center for Digital Learning Technology – is a research and innovation center at DTU Compute. It is placed together with strong research environments within statistics, machine learning, artificial intelligence, internet of things and software development. In learnT, we work with learning analytics, educational data mining, learning design, learning theories, playful learning and ethics, as these areas are highly relevant to understand learning and develop effective, motivational and fun learning technology. learnT and DTU Compute's technological starting point enables our students not only to design and improve concepts but also to create future learning technology based on their technical knowledge and ability.

learnT e.g. researches on how we combine virtual learning opportunities with the learning processes that best occur in the physical world, both between students, between students and teachers and in more informal learning environments. An example of this is the investigation of how VR environments can support people with dementia to enhance well-being and reduce anxiety.

www.learnt.dtu.dk

Digital learning technologies produce large amounts of data that can be used to improve existing technologies, and to provide completely new opportunities for deeper learning processes and more suitable education. learnT researches learning analytics and educational data mining to develop methods that consider and are based on the individual student's level and allow teachers to better understand their students' learning patterns, thus supporting them in a data-based and more qualified way.

For learnT, another focus area is how future young people will become digital producers and learn about computational thinking. An example of this is research in how primary, secondary and highschool students, through game-based processes, can work as digital game designers and, subsequently, reach their academic learning goals in subjects such as Danish, social studies, biology and history.

To promote the combination of research-based knowledge and the development of innovative learning technology, learnT has collaborated with a wide range of companies, both broadly and specifically within EdTech. We prioritise the guidance of student projects in cooperation with real-world companies.

In the future, we will need to learn continuously - a focus on 'lifelong learning' is thus important. Accordingly, learnT researches at all levels, from primary and lower secondary education to youth education, university education and continued education.